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SUPER MARIO ALL-STARS

SUPER MARIO WORLD™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Super Nintendo Entertainment System® SUPER MARIO ALL-STARS™ + SUPER MARIO WORLD™ Game Pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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HOW TO PLAY SUPER MARIO ALL-STARS

After you insert the Game Pak in your Super Nintendo Entertainment System, turn the power ON. After the title screen appears, press the START Button to go to the Game Select screen. Then use the ✣ Control Pad to choose a game.

After pressing the START Button to begin, you can choose from any of the four battery-backed game save files. The files marked as "NEW" are ones that have not been used yet. After you have chosen the desired file, press the START Button to play the game.

Pressing the X or Y Buttons on the file screen will take you back to the Game Select screen. To erase a file, choose it and press the A Button. You can also change the controller button configuration by pressing the SELECT Button.

Game Over

In all of the games, when your game is over, you can select from the following options: "CONTINUE", "SAVE & CONTINUE", "SAVE & QUIT". Choose the desired option and press the START Button. In all games, except Super Mario Bros. : The Lost Levels, your progress is saved at the beginning of the current world. In Super Mario Bros. : The Lost Levels, the game is saved at the current world and level.

NOTE: You cannot save in the 2 Player Battle mode in Super Mario Bros. 3.

If you pause a game by pressing the START Button, the three save options will be displayed. To unpause the game, just press the START Button again.

If you load a saved game, you can't change the number of players (1 player or 2 player).

WARNING: If the POWER switch is switched ON and OFF repeatedly, saved data may be deleted.

SUPER MARIO BROS.

SUPER MARIO BROS.
THE LOST LEVELS

STORY

The Mushroom Kingdom was a peaceful place, until the fateful day that Bowser used his twisted magic to invade it. Bowser turned most of the Mushroom Kingdom's people into rocks, bricks, and mushrooms. He even kidnapped Princess Toadstool and held her captive in his huge castle.

When the Mario Brothers, Mario and Luigi, heard this, they knew that they needed to do something. They decided to battle Bowser and his evil minions to save the Princess. Can they do it?

First, pick 1 PLAYER or 2 PLAYER mode. When you play the 2 PLAYER mode, controller 1 is for Mario and controller 2 is for Luigi.

On The Screen

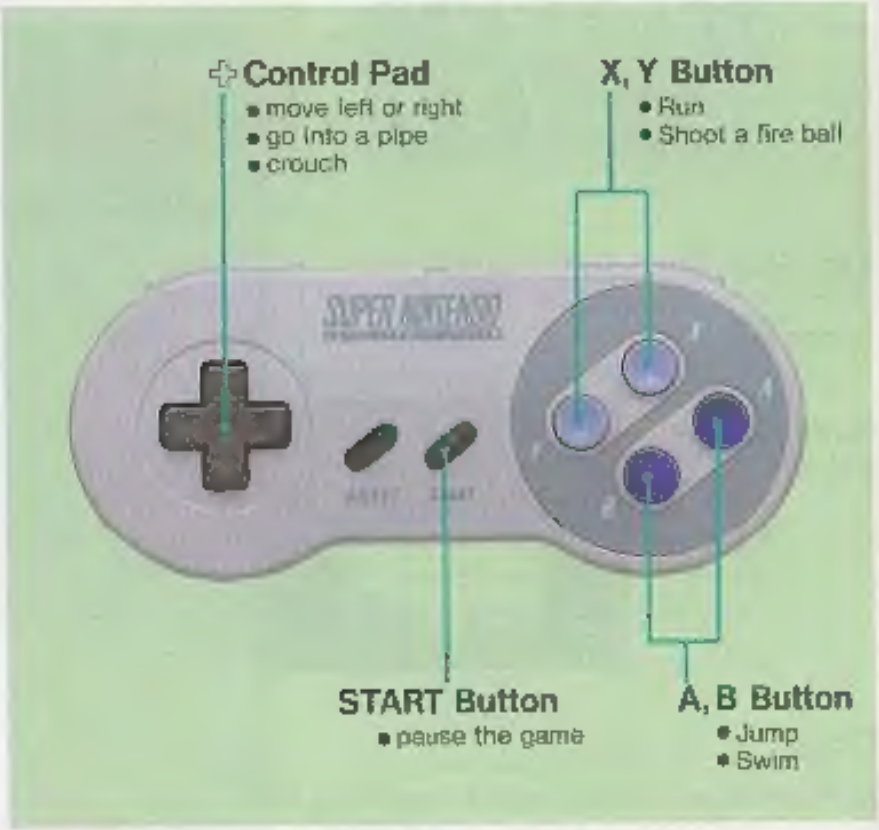
Goal

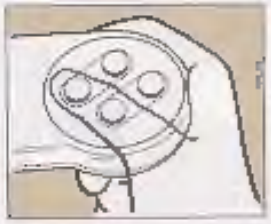
At the end of each stage, there is a flagpole and a castle. The higher you grab on to the flagpole, the higher of a score you get. When you begin a stage, the TIMER starts to count down. The more time you have left when you grab the flagpole, the higher of a bonus you receive.

If one player clears a stage or loses a life in 2 PLAYER mode, it will be the other player's turn.

In Super Mario Bros. and Super Mario Bros.: The Lost Levels, the high scores are saved too. To reset the high scores, press the A, B, L and R Buttons at the same time.

CONTROLLER FUNCTIONS (TYPE A)





On the File Select screen, if you choose the B type controller layout by using the SELECT Button, the B Button layout will function the same as the X and Y Button.

*Hold the controller like this.

CONTROLLING MARIO

Running

+ Y

When running, you can go over holes that are one space wide.

Jumping

B

The longer you hold the jump Button, the higher you jump.

Crouching

Getting into a pipe

+ B

Swimming

+ B

ITEMS

Mario can get powered up by picking up items. These items are usually hidden inside of blocks. All you need to do is punch them from below.

Blocks

Normal Block

? Block

Items

Mushroom

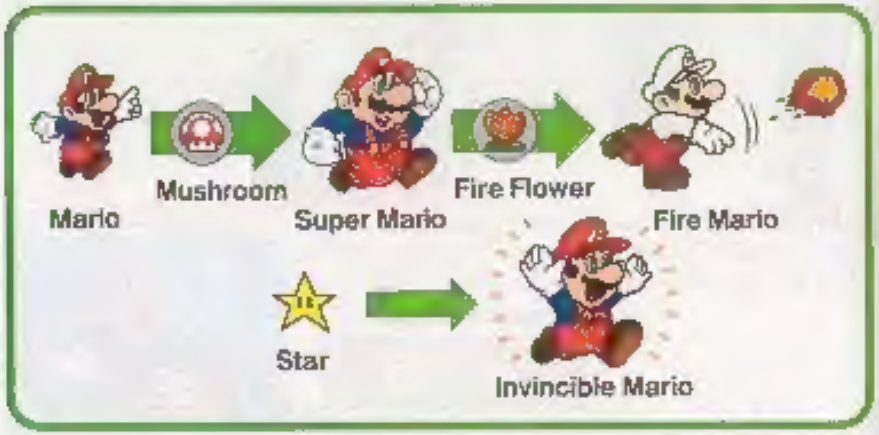
Fire Flower

Star

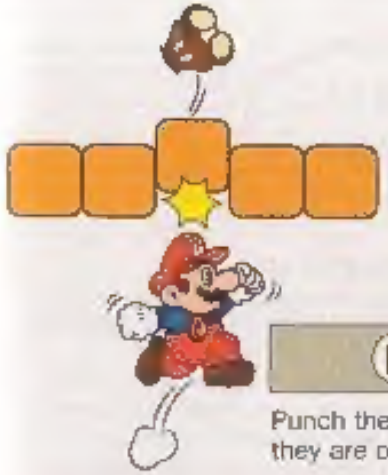
1-Up Mushroom

Coin

A 1-Up mushroom adds one life.
Collecting 100 coins adds one life, too.



HOW TO DEFEAT ENEMIES



B

Jump on them.

B

Punch the block that they are on.

+ Y

Knock them down with a moving object (like a koopa shell).

Y

Become Fire Mario and throw fire balls.

LOOK OUT!

You lose one Mario if:

- **An enemy touches you.**
  - If you are hit when you are Super Mario or Fire Mario, you just turn back to small (normal) Mario.
  - After you turn back to small Mario, you are invincible for a short period of time (as long as Mario is flashing).
- **You drop into a hole in the ground or a hole underwater.**
- **The timer reaches zero.**

Super Mario Bros.: The Lost Levels is a special version of the original Super Mario Bros. The play controls are the same as in the Super Mario Bros. game, but the game is much more difficult. (This is why you can save at any stage instead of just at the start of each world.)

There is no 2 PLAYER Game. First, you have to choose from MARIO GAME or LUIGI GAME. Luigi can jump higher than Mario, but is harder to stop. After your game is over, you can try using the other character. You may find this useful in clearing some of the stages.

In Super Mario Bros.: The Lost Levels, look out for the poisonous mushrooms! They are not very good for our heroes!

SUPER MARIO BROS. 2

STORY

One evening, Mario had a strange dream. He dreamt of a long, long stairway leading up to a door. As soon as the door opened, he was confronted with a world he had never seen before spreading out as far as his eyes could see. Suddenly, he heard a faint voice saying "Welcome to 'Subcon', the land of dreams. We have been cursed by Wart. Please defeat Wart and save us. Remember, Wart hates vegetables. Please help us!"

The next day, on the way to a picnic, Mario talked to Luigi, Toad, and the Princess about the strange dream he had. After arriving at the picnic area, they found a small cave. When they opened the door in this cave, to their great surprise, the world that Mario saw in his dream spread out before them!

Pull up vegetables, look out for the enemies and defeat the bosses at the end of each level.

After you start the game, you can choose to play as Mario, Luigi, Toad or the Princess.

The red hearts on the left of the screen are your life gauge. When all of the hearts turn white, you lose a life. When only one heart remains, your character will become smaller.

If you want to go back to the start of the stage you are in, press the START button, then press the L, R and SELECT buttons at the same time. (You will lose one life by doing this).

Character Abilities

✿Jumping Power

Mario

He has average jumping power that decreases a little when he is carrying an item.

Luigi

He jumps the highest and can jump farther than Mario. But when he has an item, his jumping ability decreases a lot.

Toad

Toad has the least jumping power. Holding an item does not affect his jumping.

The Princess

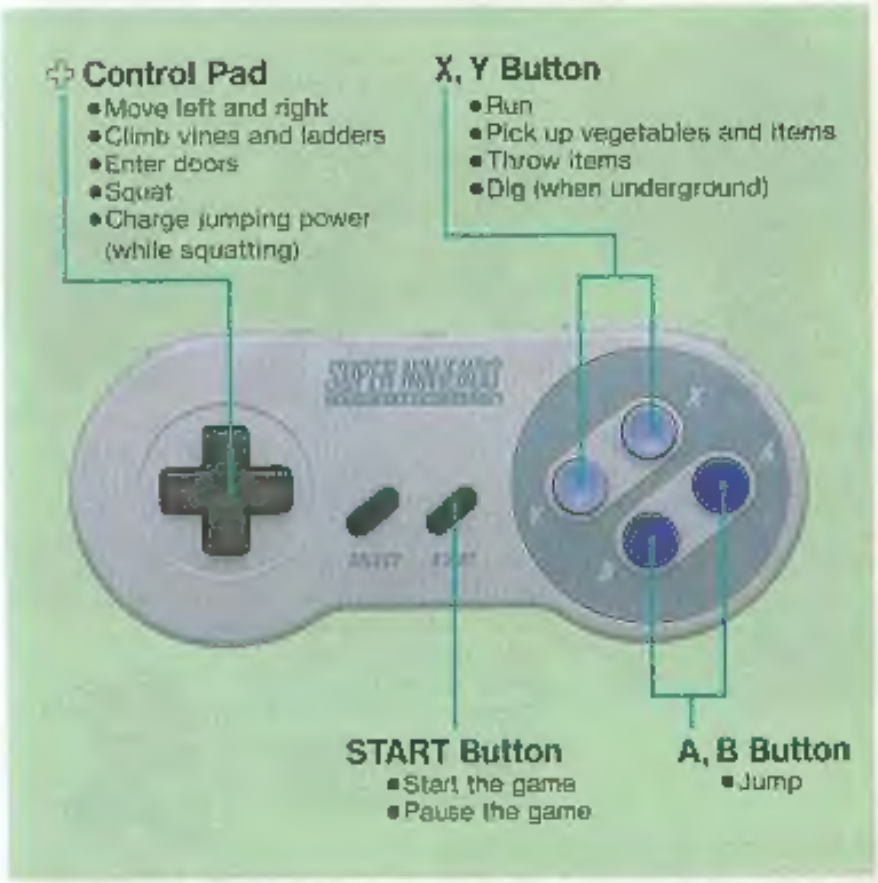
She is third in jumping ability, but she can do something that no one else can do. If you hold the B Button while in the air, she can float for a while. When carrying an item, her jumping power decreases quite a bit.

✿Running Speed

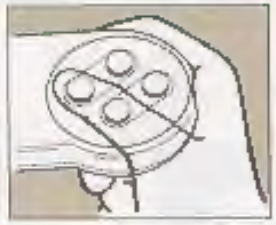
All characters run at the same speed. But if they are carrying something, the order from slowest to quickest is the Princess, Luigi, Mario, Toad.

✿Picking Up Mushroom Blocks

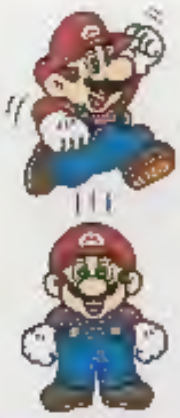
The speed at which they pick up items is, from slowest to the quickest: The Princess, Luigi, Mario, Toad.



If you want to go back to the start of the stage you are in, press the START button, then press the L, R and SELECT buttons at the same time. (You will lose one life by doing this).

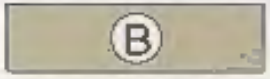


*Hold the controller like this.



Jumping In Place

If you press the B Button while standing still, you will jump straight up. Your jump will not be very high, though.

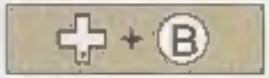


Moving Jump

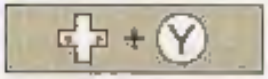
Jump while moving to jump higher. If you use the Y Button to run, then jump, you'll jump even higher!

Power Squat Jump

Hold Down on the Control Pad until your character flashes. If you jump while flashing, you can jump one and a half times higher than normal.

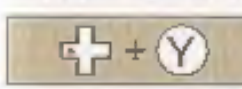


Running



Pull Up The Veggies!

Use the Y Button to pull vegetables out of the ground. When you press the Y Button when standing on the grass, you will pull it out and lift it up. On the surface of the desert, you can also dig in the soft sand.



Carrying A Mushroom Block

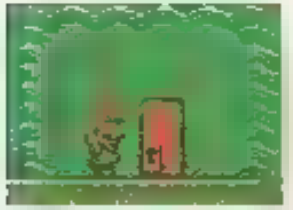
When you stand on a mushroom block and press the Y Button, you can lift it up just like a vegetable.

Throwing Items

If you are carrying something, you can throw it by using the Y Button. To throw it even farther, use the Control Pad while you throw.

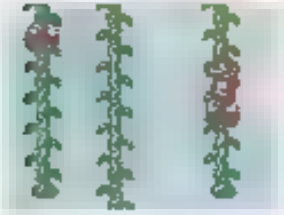
Dodging Enemies

By pressing Down on the ✣ Control Pad you can duck. This can help you avoid enemy attacks, particularly from flying enemies. Another helpful hint is knowing that you can make your character move left and right while they are jumping. Try to land right on the enemies' heads and pick them up.



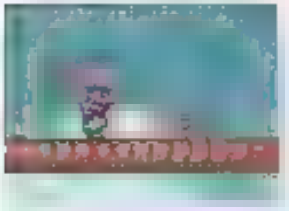
Enter Doors

To go through a door, stand in front of it and press Up on the ✣ Control Pad.



Climbing Up Vines And Chains

When your character is on a vine or chain, you can grab it and climb by pressing Up on the ✣ Control Pad. You can even grab a vine or chain in the middle of a jump.



Attacking Enemies With Enemies

You can pick up enemies (just like Mushroom Blocks) and can throw them at other enemies.

Coin

For every coin you find, you get a chance to play the slot machine at the end of the level. You can only find coins in sub-space.

Vegetable

These freaky vegetables have grown huge! Collect enough of them and a stop watch will appear.

Tiny Vegetable

These veggies are still growing. But you can still use them to defeat your enemies.

Bombs

After you pick up a bomb, it will flash just before it explodes. Use the bombs to blow up rocks or other things that get in your way.

Shell

When you throw the shell, it skids along the ground, hitting anything in its path!

Mushroom Block

Mushroom blocks can be used as stepping stools if you need to jump up to a higher area.

POW

POW blocks are POWerful! When one hits the ground it damages all of the enemies on the screen.

Mushroom

Mushrooms are only found in sub-space. They refill and add to your life hearts.

1-Up Mushroom

An extra life is yours after you pick up a 1-Up mushroom.

Small Hearts

After you defeat a lot of enemies, a small heart may come floating up from the ground. Grab it to refill one of your life hearts.

Key

Very useful (in fact, they're required) when you want to cruise through a locked door.

Magical Potion

When you throw a Magical Potion, a door to subspace will appear. If you throw it in the correct place, you'll find mushrooms and coins inside.

Cherry

If you pick up enough cherries, an invincibility star will appear.

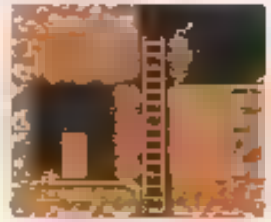
Star

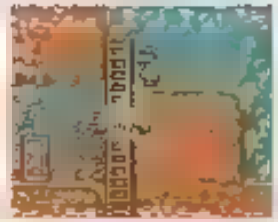
Stop Watch

If you pick up five large vegetables in one stage, the Stop Watch will appear. Get the watch to make all of the enemies stand still for a while. Be careful though, even stopped enemies can hurt you.

How to use bombs.

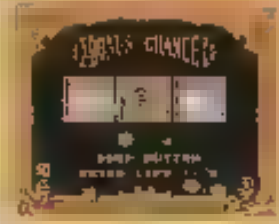
If you reach a dead end, you may need to use bombs to blow a hole in the wall. Be really careful when you use bombs: they can hurt you.





Get 1-Ups At The Slot Machine!

When you clear each area, a slot machine is waiting for you. You can play it once for every coin that you have found in the previous level.



First Pos.	Second Pos.	Third Pos.	
			1up
			2up
			3up
3 of any symbol			2up
			10up!

STORY

The Mushroom K ngdom has been a peaceful place thanks to the brave deeds of Mario and Luigi The Mushroom Kingdom forms an entrance to the Mushroom World where a l s not well Bowser has sent h s 7 ch ldren to make mischief as they please n the norma y peaceful Mushroom World. They stole the roya magic wands from each country n the Mushroom World and used them to turn their kings into anima s Mario and Luigi must recover the roya magic wands from Bowser s 7 kids to return the k ngs to their true forms "Good bye and good uck " said the Princess and Toad as Mario and Luigi set off on their journey deep nto the Mushroom World

You can choose a 1 PLAYER or 2 PLAYER game. n a 2 PLAYER game, player (with controller 1) is Mario and player 2 (with controller 2) is Luigi. Both characters and the new BATTLE MODE are explained later After you start the game, the map screen will appear.

Super Mario Bros. 3 has a lot of things that weren't in Super Mario Bros. or Super Mario Bros. 2, like the ability to turn into Raccoon Mario, Tanooki Mario, or Frog Mario

New B ocks

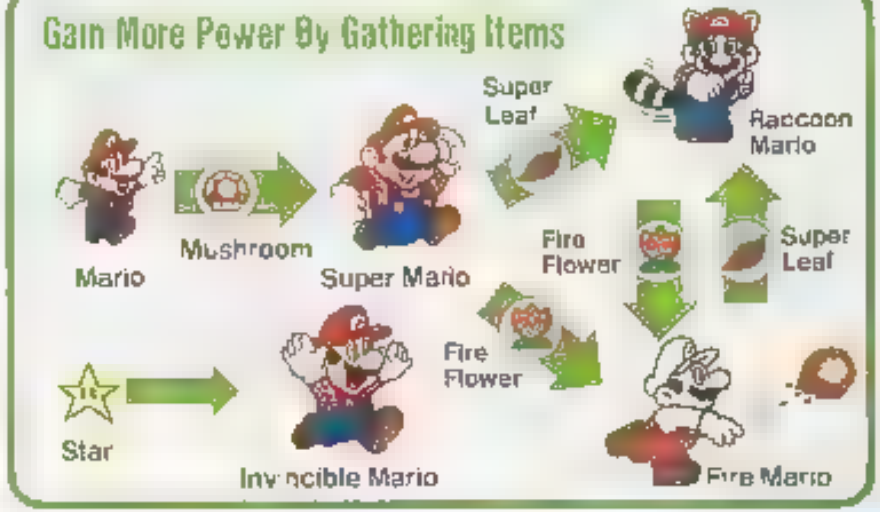
Switch Block

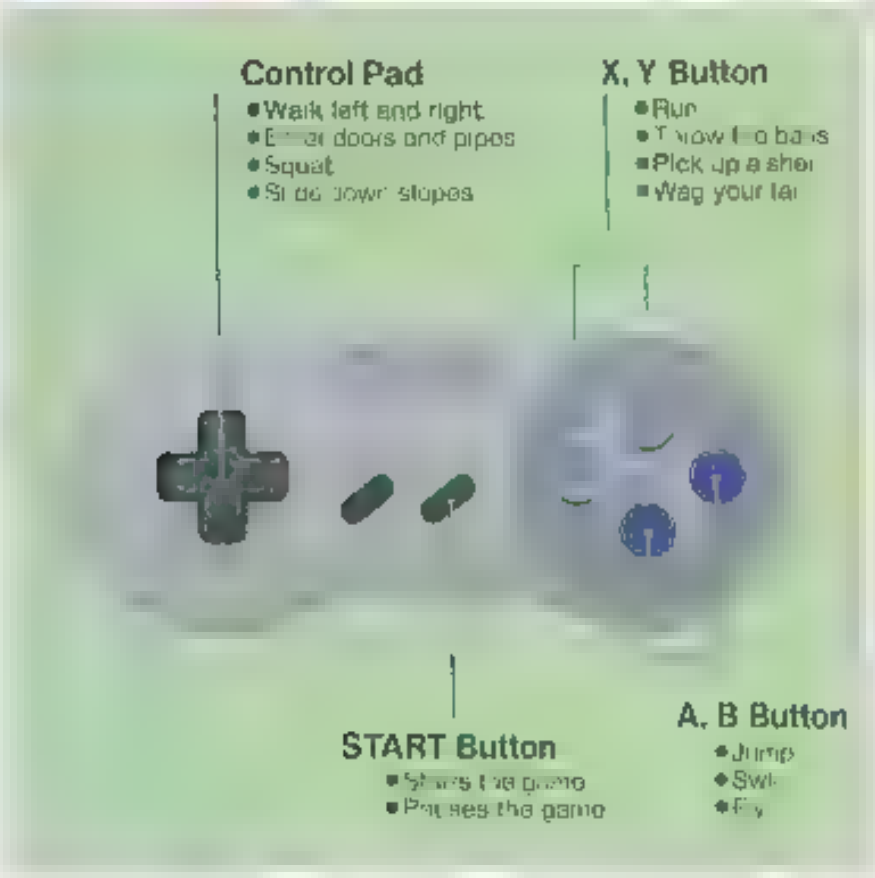
Jump Block

New Items in the Action Mode

The Super Leaf changes Super Mario into Raccoon Mario

Gain More Power By Gathering Items

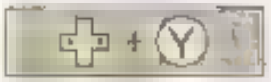




On the File Select screen, if you choose the B type controller layout by using the SELECT Button, the B Button layout will function the same as the X and Y Button.

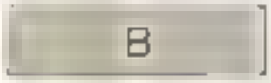
*Hold the controller like this.

✩ Running



When running, Mario can run over holes that are one space wide.

✩ Jumping

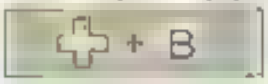


The longer you hold the jump button, the higher Mario will jump.

✩ Squat

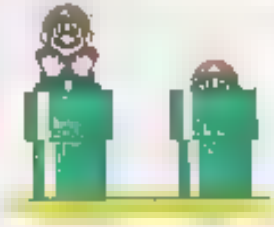
Often useful for avoiding fireballs and other enemy attacks.

✩ Going into pipes

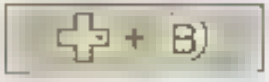


Up Pipes

Down Pipes

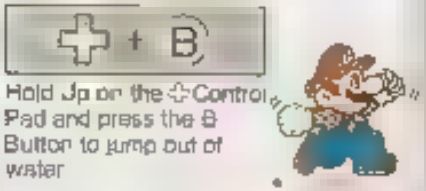


✩ Swimming



Some stages are mostly underwater. Mario needs to swim to get through.

✩Jumping Out of the Water



Hold Up on the ✩Control Pad and press the B Button to jump out of water

✩Pick up and Kick

After you've jumped on a Koopa, you can pick up the shell by running into it from the side while you have the Y Button pressed. To kick the shell, let go of the Y Button. There are other objects besides shells that you can pick up.

✩Super Jump

When Mario jumps on an enemy, he can jump very high by pressing the B Button as he bounces off of them

If you press the START button during game play, the game pauses and three options (same as the game over screen) will appear on the screen. To unpause, just press the START Button again. Or you can choose one of the options listed with the B Button. If you pause the game in 2 player battle mode, you cannot save the game play.

RACCOON MARIO AND TANOOKI MARIO

✩Tail Attack

When Mario has a tail, he can whip his tail around by pressing the Y Button.

✩Floating

When Mario has a tail, he can float down slowly by pressing the B Button repeatedly

✩Flying

When Mario has a tail, he can fly for a short period of time. To fly, you must run with the Y Button pressed until the Power Meter is all the way to the right, then press the B Button repeatedly.

Running (+ Y) — Power Meter going up.

More running (+ Y) — Power Meter full. P starting to flash.

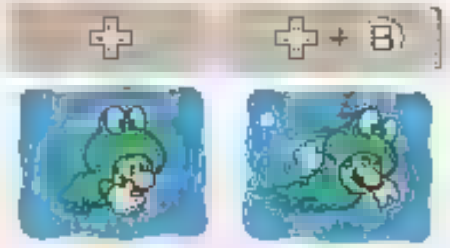
Taking off (repeatedly press the B Button) (+ B) — The effect of P will disappear in a few seconds

Floating (repeatedly press the B Button) (+ B) — P

FROG MARIO AND TANOOKI MARIO

✩Frog Suit

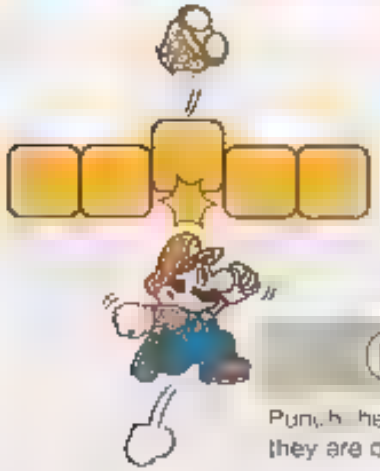
If Mario has the Frog Suit, he can swim by just using the control pad. If you press the B Button, Mario can swim even faster.



✩Tanooki Suit

Tanooki Mario can turn into a statue for a short period of time by pressing the Y Button and Down on the ✩Control pad at the same time. While Mario is a statue, he cannot be harmed.

You can choose the items (Frog Suit or Tanooki Suit) on the map screen to change Mario into Frog or Tanooki Mario.



Ⓑ

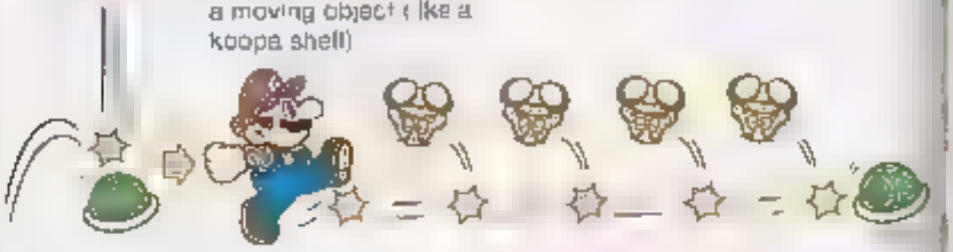
Punch the block that they are on

Ⓑ

Jump on them

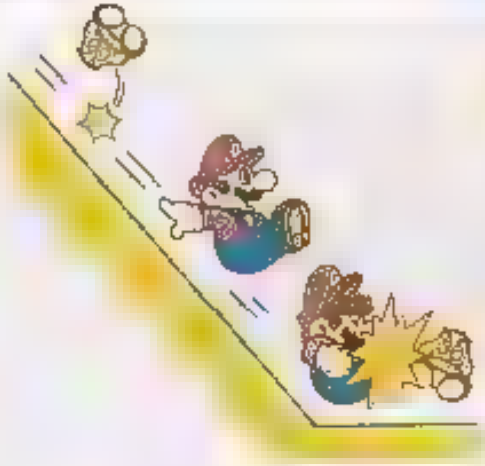
✚ + Ⓨ

Knock them down with a moving object (like a koopa shell)



Ⓨ

Become Fire Mario and throw fire balls.



✿ Sliding Attack

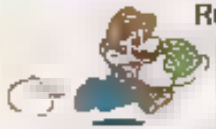
✚

Mario can slide down a slope at high speed by pressing Down on the ✚ Control Pad. Any enemies on the slope will be defeated by this attack

Picking up a shell

✚ + Ⓨ

Holding down the Y Button



Running with a shell

✚ + Ⓨ

Holding down the Y Button

Kicking the shell

✚

(Releasing the Y Button)

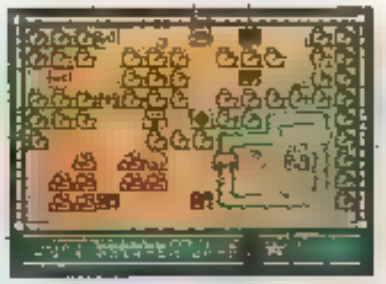
Breaking a block

BEWARE! THE FOLLOWING ARE DEADLY!

You lose one Mario:

- When you are touched by an enemy
  If you're Fire Mario or Raccoon Mario you won't lose a life if you're touched by an enemy. You just go back to being Super Mario. If you do get hit, Mario will flash for a few seconds. During this time he is invincible.
- When you fall into a hole or into fire.
- When you run out of time (time remaining goes down to 0).

CLEAR PANEL MARIO ACTION SCENE PANEL



START PANEL

Mario starts from here

ACTION SCENE PANEL

This panel contains an action scene. If Mario gets defeated while in an action scene, he will be put back on the World map

CLEAR PANEL

When you clear an action scene, this panel appears. In the 2 player mode, if Mario clears it an "M", if Luigi clears it, an "L" will be displayed.

SPADE PANEL

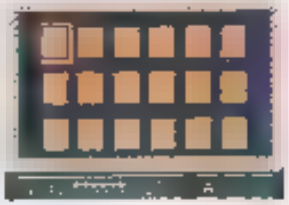
Here, you play a slot machine type of game. The object is to line up the pictures. Every time you push the B Button, it will cause a line to slow down and stop. If you complete a picture, you can get extra Marios

Mushroom Picture
2 Extra Marios (2-Ups)

Flower Picture
3 Extra Marios (3-Ups)

Star Picture
5 Extra Marios (5-Ups)

N MARK SPADE PANEL



Occasionally this panel will appear on the map screen. It contains a "memory match" card game. Choose two cards with the Control Pad and the B Button. If the two cards match, you will receive the item on the cards. Miss two matches and you go back to the World map.

MINI-FORTRESS & LOCKED DOOR

The Mini-Fortresses are guarded by Boom Boom, a tough servant of Bowser. When you defeat him, you will get a Magic Ball. The Mini-Fortress will tumble to the ground and the Locked Door on the map screen will open.

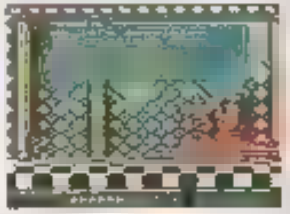
TOAD'S HOUSE

Mario can get some useful items here. Stand in front of the treasure boxes and press the Y Button.

HAMMER BROTHERS

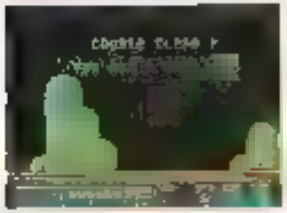
The Hammer Brothers are bound to be hanging around somewhere on the map. As soon as you meet up with them, a battle will take place. If you can defeat them, you will be rewarded with a special item.

FORTRESS



This is the final destination of each World. You must retrieve the royal magic wand and save the king.

If you don't succeed in defeating the Koopalings, their airship will move to a different place on the Map screen. Chase it and challenge them again.



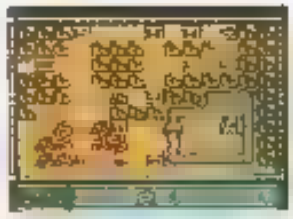
Goal

At the end of each action scene, you'll find a goal. In the center of the goal, three kinds of cards will flash. Jump up and touch the goal to grab a card and clear the level. If you get three cards, you will get an extra Mario. If you get three cards of the same type, you'll get even more extra Marios.

3 Mushroom Cards	2 Extra Marios
3 Flower Cards	3 Extra Marios
3 Star Cards	5 Extra Marios

The cards are displayed in the bottom right corner of the map screen. At the end of an act or scene, a bonus is added to your score depending on how much time you have left.

The items that you can get in Toad's house or by beating the Hammer Brothers can be used on the Map Screen. You can only use one item at a time. While on the Map Screen, press the Y Button to display the items that you possess (they will be shown in the box at the bottom of the screen). Choose the item you wish to use by using Left and Right on the ✣ Control Pad and activate it with the B Button. They are very useful because you can start an act or scene with a powered-up Mario or you can make a route on the map easier to go through. You can see all the items you have by using Up and Down on the ✣ Control Pad. Press the Y Button to go back to the Map screen.



Super Mushroom
Changes Mario into Super Mario.

Fire Flower
Changes Mario into Fire Mario.

Super Leaf
The coolest item in Mario 3! It changes Mario into Raccoon Mario.

Frog Suit
Changes Mario into Frog Mario. Use the B Button to swim faster.

Tanooki Suit
Changes Mario into Tanooki Mario. Tanooki Mario can turn into a Statue.

Jugem's Cloud
Allows you to pass an action scene without playing it.

Magic Wing
You have the power to fly through an action scene until you run into an enemy.

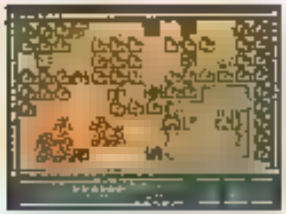
Starman
When you start an action scene you will be invincible for a short time.

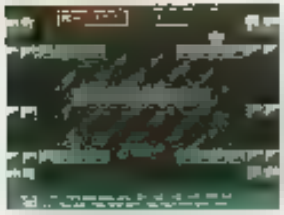
Hammer
You can break rocks on the Map Screen.

Music Box
You can make Hammer Brothers and others fall asleep on the map.

Magic Whistle
Not much is known about the legendary Magic Whistle. See if you can find...

Anchor
This can stop the Koopalings' airships from moving on the map.





In the 2 PLAYER game, player 1 and player 2 take turns clearing the action scene panels. The two players can choose to cooperate or to compete against each other. An interesting addition to the 2 PLAYER game is Battle Mode (just like the original Mario Bros. game). If one player is in the same space on the map as the other player, then the 2 player battle mode can be entered by pressing the B button. In the Battle Mode, the losing player is moved back to the point where the battle took place. The winner can continue into the game.

In the 2 player Battle Mode, you can't lose any of your extra lives—even if you get hit by an enemy.

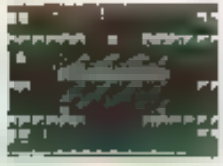
Game Over in the 2 PLAYER Mode

In the 2 PLAYER mode, when the game is over for one player, the GAME OVER screen will appear. Choose CONTINUE or END by using the ✣ Control Pad, then press the START Button. If you choose CONTINUE, the game will start at the beginning of the world that you are in. Your items will change back to what you had when you started the World.

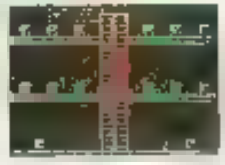
If Mario and Luigi are in the same place on the 2 player mode map, or if either of the players choose Battle Mode, you can play the CLASSIC MARIO BROS. game. The object of this game is to punch these enemies from below to overturn them, then kick them away. The POW block at the bottom center of the screen is able to give the whole screen a jolt. You can only use the POW block 3 times.

Rules

●2 Player Battle Mode

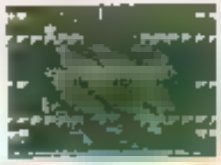


There are five enemies shown (not counting fire balls). Whoever defeats three enemies first, wins! If an enemy touches you, you lose. When one player is punched from below by the other player, one of the punched player's cards will pop out. You can steal you opponent's cards in this way.

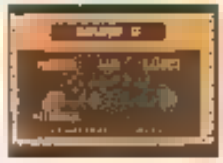


In the Battle Mode, there are a couple of games in which two players compete to see how fast they can collect the coins.

●Battle Mode



After you kick enemies away, get the coins which come of the pipe. Whoever gets 5 coins first is the winner of the game. If the enemy touches you, you lose. Your old buddy, Koopa, will be found here. Try to jump on him because he is the only enemy you can attack from the top. In the Battle Game, there are two kinds of mushrooms. One is a Super Mushroom, the other one is a mystery!



When the game is over, choose CONTINUE or END by using the ✣ Control Pad, then press the START Button. (Your points cannot be saved.)

If you win five times, you win the Battle Game.

SUPER MARIO WORLD

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HOW TO PLAY SUPER MARIO WORLD

After you insert the Game Pak in your Super Nintendo Entertainment System turn the power ON. After the title screen appears, press the START Button to go to the Game Select screen Then use the ✣ Control Pad to choose a game

After pressing the START Button to begin, you can choose from any of the four battery-backed game save files. The files marked as "NEW" are ones that have not been used yet After you have chosen the desired file, press the START Button to play the game.

Pressing the X or Y Buttons on the file screen will take you back to the Game Select screen. To erase a file, choose it and press the A Button.

After saving the Mushroom Kingdom from Bowser and the rest of the Koopas in Super Mario 3, Mario and Luigi needed to recuperate from their adventures. Together they agreed that the best place to vacation was a magical place called Dinosaur Land.

But while Mario and Luigi reclined on the beach for a relaxing nap, Princess Toadstool disappeared apparently seized by evil forces. After searching for hours for their missing friend Mario and Luigi came upon an enormous egg in the forest.

Suddenly the egg hatched and out popped a young dinosaur named YOSHI who proceeded to tell Mario and Luigi a sad tale of how his dinosaur pals were sealed in similar eggs by a group of monstrous turtles

"Monstrous turtles!" exclaimed Luigi. "Bowser and his bunch have returned!" Mario slowly nodded his head in agreement and, along with Luigi and Yoshi set off across Dinosaur Land to find the Princess and to free Yoshi's friends. As they began their journey Yoshi handed Mario a beautiful cape "This may help you," Yoshi said. "Some say it has magical powers."

With a little luck (and help from a magic cape) our hearty crew can defeat the seven worlds of Bowser's Krazy Koopa Kritters. Many locations are well-hidden so explore everywhere and try everything! Not all locations have to be explored to rescue the dinosaurs and save Princess Toadstool but there are many "starry" treasures to be found in far-reaching places. You'll need to search all areas to find out what kinds of treasures are there in Super Mario World

You can use either of the Super NES Controller sockets

Control Pad

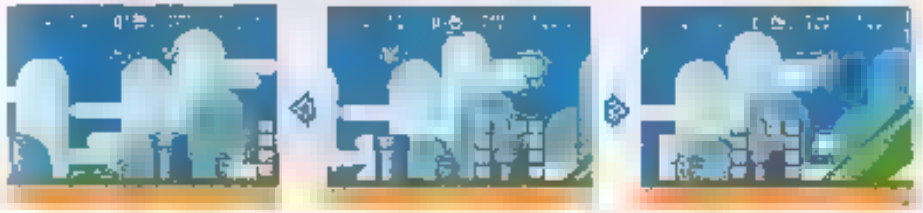
Map screen
- Moves Mario on the map screen
- After pressing START on the map screen, you can scroll the map view
- Moves the cursor

Action screen
- Moves Mario (See action chart for details.)

START Button
- Starts the game
- Pauses the game.
- Enters selections on the selection screen

SELECT Button
- Changes selections on selection screen
- Drops reserve item from the box at the top of the screen.

L Button
R Button
- When in an action scene, the L and R Buttons can be used to scroll the screen forward or backward slightly. This can be used to see farther ahead or behind if needed. This function does NOT work in all areas.



A Button
- Makes Mario spin jump
- Makes Mario jump off of Yoshi's back

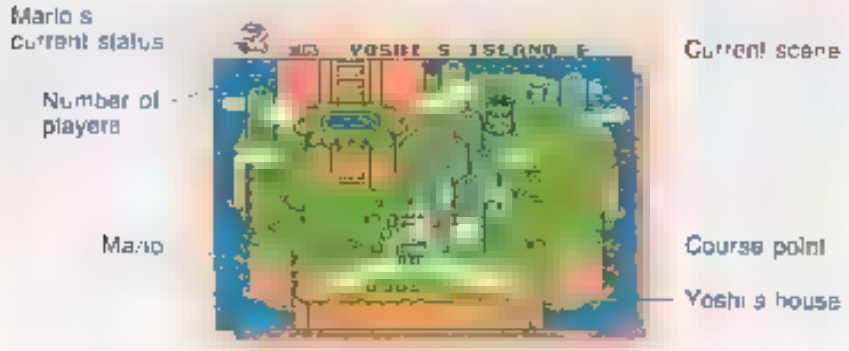
B Button
- Makes Mario jump. (Mario and Yoshi both jump when Mario's on Yoshi's back.)
- Makes Caped Mario float down slowly
- Makes Mario swim
- Enters selections on the selection screen
- Makes Yoshi fly when pressed repeatedly (When Yoshi has the ability to fly.)

X Button
- Makes Mario accelerate
- Mario can hold some objects by holding this button down.
- Lets Mario punch objects on the other side of the wire fence while clinging to it
- After Caped Mario runs fast enough and jumps, he can fly
- Makes Yoshi eat enemies when pressed. Lets him spit the unwanted ones out when released
- Lets you cancel on the selection screen
- Makes Fire Mario throw fireballs.

Y Button
- Same as the X Button.

Use the ✣ Control Pad or SELECT to choose one of the slots and also whether it is a 1-player or 2-player game. Then press START to start the game. The game consists of map screens and action screens.

• MAP SCREEN



The game begins at Yoshi s house. Move Mario (or Luigi) by using the ✣ Control Pad. At first, Mario can only go left or right from Yoshi s house. However, once Mario has cleared some of the areas, he will be able to move farther along. Now go for it!

If you wish to see the rest of the map, press the START button and use the ✣ Control Pad to scroll the screen. Press the START Button again to return to where you were. (Note: this can t be done in World 1 but can be done in most later worlds.)
Some points on the map are red. These areas have a normal goal and a special goal (or secret keyhole). If you find the special goal, a new route will appear on the map. Many of these new routes can be used as a shortcut.

• ACTION SCREEN

Press the B or Y Button while on the map to enter an area. If you can get Mario to the end goal safely, the area will be cleared. Once an area is cleared, you can return there as many times as you wish (except for the castles and fortresses, which you can only finish once.)
If you go into an area that has already been cleared, you can return to the map screen by pressing START, then SELECT.

LOSING

When you lose all of your Marios, your game is over

You lose one Mario:

- When Small Mario is touched or bitten by an enemy
- When Mario falls into a hole.
- When Mario does not reach the goal before the timer reaches zero
- When Mario gets pushed off the screen (in the automatic scrolling areas).

If you are Fire Mario, Caped Mario or Super Mario, being touched or bitten by an enemy will transform you back to Small Mario

COINS

Gather 100 regular coins and you'll earn an extra Mario.

Gather 5 Dragon Coins in 1 course and you'll earn an extra Mario. Dragon Coins also count as regular coins

ITEM STOCK

Sometimes when you hit a block while traveling through the course items that give Mario more power will appear. If you take an item when Mario already has extra power, the item will be stocked at the top of the screen, but only one item can be held in stock. When Mario is running out of power, the stocked item will automatically drop down. You may press the SELECT Button to make the item drop down when you want it to.

If Super Mario gets a Fire Flower or Cape Feather, he'll gain more power, and the Super Mushroom will be added to the stock. When Fire Mario takes a Cape Feather that is in stock or when Caped Mario takes a Fire Flower that is in stock, you can swap items. The process of gaining more power will be explained later.

Super Mushroom

Fire Flower

Cape Feather

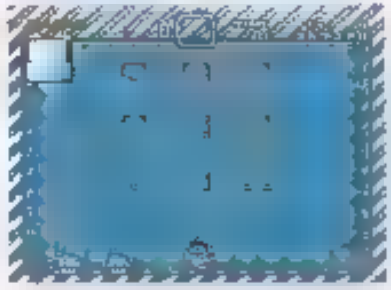
MIDWAY GATE

There is a gate in the middle of the course like the one in the screen to the right. This is called a Midway Gate. If you break the tape at this gate, even if you lose a life before reaching your goal, you can restart from the Midway Gate. And if Small Mario cuts the rope, he'll become Super Mario!

A moving Giant Gate awaits you at the goal. Time it so that you break the tape while it is high in the air and you'll get Gold Stars corresponding to that height. If you collect 100 Gold Stars you get to play a bonus game where you can get more Marios. And if Mario can make it to the goal while on Yoshi's back, they'll start out on the next course together.

BONUS GAME

Hit all the rotating item blocks from beneath. The idea is to get a row of blocks with the same picture to win an Extra 1-Up Mushroom. It's just like tic-tac-toe.



Extra Mario Mushroom
You get an extra Mario for every one of these you receive.

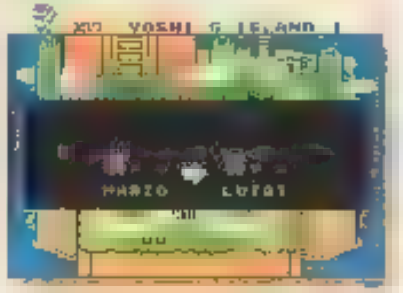
2-PLAYER GAME

In the 2-player game, Player 1 (with Controller 1) is Mario and Player 2 (with Controller 2) is Luigi. Player 1 and Player 2 take turns in clearing the action screen panels. When only Controller 1 is connected to the Super NES, both players can take turns using the Controller. If both controllers are connected to the Super NES, then one of the players can control Mario, and the other player can control Luigi.

If one player fails to clear a course, it is the other player's turn. When a player enters the course in which the other player has reached the Midway Gate, that player also starts the course from a point near the Midway Gate. (See "Midway Gate" on page 46.)

TRANSFER

If you press the L or R Button at the map screen, the screen on the right will appear. This screen also appears if one of the players finishes the game. When this appears, you can give some of your Marios (or Luigis) to the other player.



When you're only using one controller, press the B Button to give one of Luigi's lives to Mario, press the A Button to give one of Mario's lives to Luigi.

When you're using two controllers, player 2 (with Controller 2) can press the B Button to give one of Luigi's lives to Mario and the Y Button to give one of Mario's lives to Luigi. Press the START Button to return to the original screen.

SAVING YOUR PROGRESS

When you clear areas like a castle, fortress or haunted house, the following choices will appear on the map screen:

- Continue and Save
- Continue Without Save

If you choose to continue and save, the route up to that point will be saved in the Save Slot you selected at the Title Screen. Once your selection has been saved, it doesn't matter if you switch the POWER switch OFF, because it is saved on the Game Pak. If you want to end the game in the same status as you started, select CONTINUE WITHOUT SAVE and then continue with the game. (Your extra Marios will not be saved.)

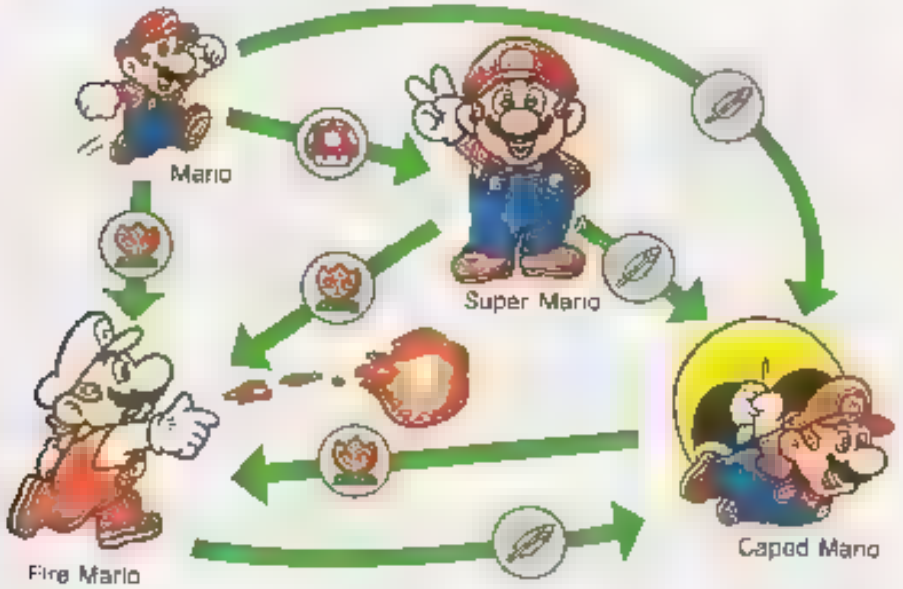
When the game is over, the following choices will appear on the map screen:

- Continue
- End

If you select "End," you'll return to the Title Screen. If you select "Continue," you'll begin on the course immediately after the last saved point.

When all three save slots have been used, you can delete the data in one of the slots by selecting "Delete Saved Route" at the Title Screen. And after selecting and restarting a save slot, you can choose to play the game as a 1-player game or a 2-player game. (The number displayed in the save slot is the number of areas you've found up to the point when you saved.)

Increasing Mario's Power



This differs from previous Super Mario Brothers Game Paks. Mario can suddenly change into Fire Mario or Caped Mario. (If you're Super Mario, you won't lose a life. If you're touched by an enemy, you just become Small Mario.)

Mario's Basic Operations

Running (Acceleration)

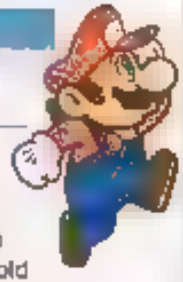
+ Y

You can steer Mario over a one-block gap.

Jump

B

Mario will jump high if you hold the B Button down. Mario will also jump a long way if you hold the B Button down as he stomps on an enemy.



Spin Jump

A

You can't jump as high as a normal jump, however you can defeat most enemies with one blow and also defeat some of the really TOUGH enemies that can't be beaten any other way. And when Mario is Super Mario, you can also destroy blocks.

Throwing An Item

When you are holding an item, press the Control Pad in the direction you want to throw and then release the Y Button.

Holding An Item

To hold onto an item, touch it while pressing the Y Button.

Jumping Underwater

+ B or A

Press up on the Control Pad and B or A.

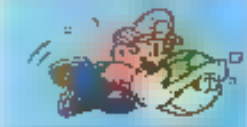
Crouching

Somersault

+ B or A

B or A repeatedly

Holding Down Y While Running

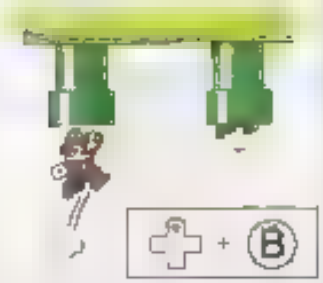


+ Y

Hold the Y Button down

How To Enter The Pipes

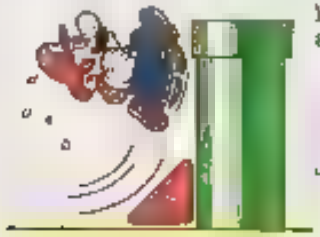
Pipes in the Ground



How To Get Into Upside Down Pipes

Pipe With Triangular Block

Mario can use this to run up the side of the pipe. Press the + Control pad (in the direction you want to go) and the Y button.

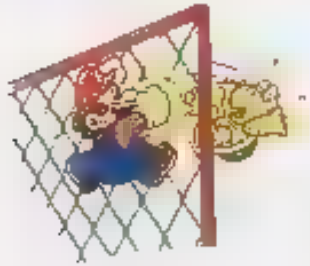


Jumping With Yoshi

Hold down the B Button to jump high.

At Fences and Ropes

First jump to the fence using the B Button, then press Up on the + Control pad to grab onto it.



Punch

Y

If you meet a Koopa on the fence, you can knock it down.

Revolving Door

Y

If You Have A Rope

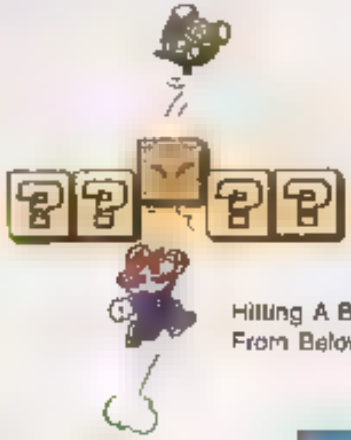
Jump using the B Button and press Up on the + Control Pad to grab onto the rope. While holding the rope, press Up or Down to climb up or down.

Using The Door

Press the Y Button to rotate the door.

Sliding Down A Slope

Press Down on the + Control Pad to slide down the slope. (You'll collide with an enemy if it's near the slope.)



Basic Ways of Defeating The Enemy

Stomping On An Enemy (Some really TOUGH enemies can't be stomped on.)

Hitting A Block From Below

Fire Ball

Y

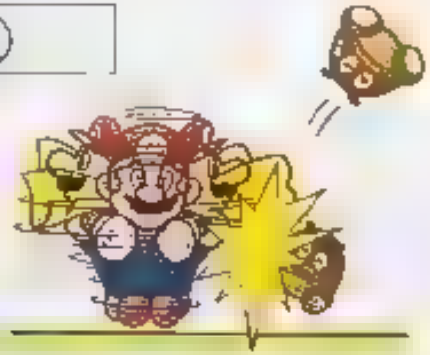
You can throw fire balls when Mario becomes Fire Mario. Enemies that have been hit by fire turn into coins. However, there are some enemies that can't be destroyed by fire.

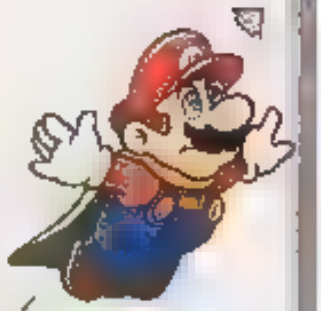
...p a shell and kick it ...destroy a line of ...mies

Caped Mario

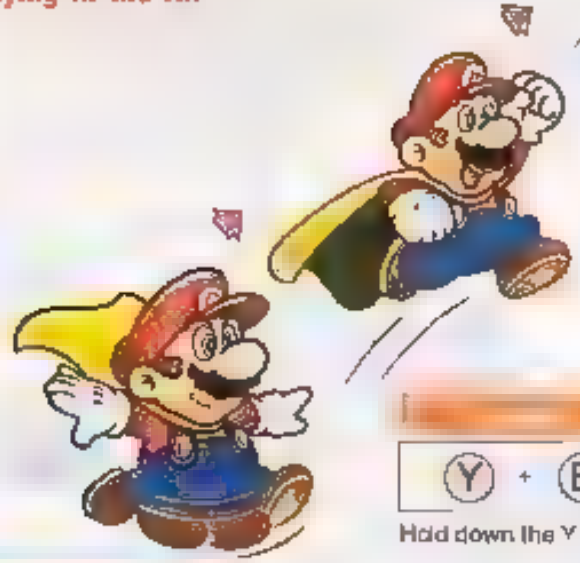
This is used to spin Mario's cape to defeat enemies
You can also hit blocks from the side

Y





Flying in the Air



+ Y + B

Hold down the Y and B Buttons, and use the Control Pad to change directions

Y + B

Hold down the Y Button

+ Y

Run with your arms out to the side.

While flying with an open cape, press the Control Pad in the same direction you are headed to descend. Press the Control Pad in the opposite direction of where you are headed to ascend. Control your timing just right and you can actually climb much higher than you started.

+ Y

The cape will open when you either release the B Button or when Caped Mario has reached the highest point

If Caped Mario hits an enemy while he has his Cape open, he will fall to the ground but he won't lose power

Release the Y Button to float down

Y

Hold down the Y Button to defeat an enemy by dropping onto it

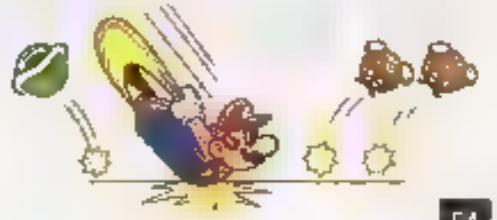
+ Y

Hold down the Y Button and Control Pad (in the direction you are headed) to make a fast dive.

+ B

When you hold only the B Button, you will land at slow speed

You can defeat several nearby enemies by making the ground shake by slamming the ground in a fast dive.



Your Pal Yoshi

First, jump to climb on Yoshi's back. While riding Yoshi the basic operations are the same as when operating Mario.

[redacted] Y B A

When Caped Mario is riding Yoshi, you can fly into the air by accelerating, then jumping. Mario's cape won't open when you hold down the Y and B Button, but he will glide. If you hold down just the B Button, you can make a slow landing.

[redacted]

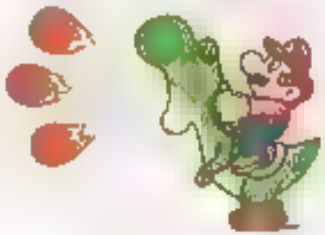
Y

If you press the Y Button, Yoshi's tongue will dart out to eat berries and enemies. (Match the position of the berry with Yoshi's mouth, and he'll automatically eat it.)

[redacted]

Y

It's difficult for Yoshi to eat hard objects such as turtle shells. So when Yoshi's has a hard item like a shell in his mouth, press the Y Button and he'll spit it out. If he eats red shells, he'll spit out a bunch of fireballs, which can be really handy against a group of foes!



If Yoshi eats a yellow shell, he will make a sand cloud when he bounces off the ground. If an enemy is hit by this sand cloud, it will be defeated. Yoshi can also spit the shell out at his enemies.

When Yoshi eats blue shells, he can fly if the B Button is pressed.

[redacted] In The Air

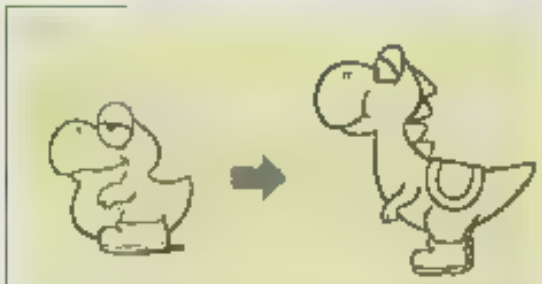
B

Press the B Button repeatedly.

- If shells are left in Yoshi's mouth for a long time, Yoshi will swallow them after a while. If this happens, Yoshi can no longer do the amazing things he can when he holds them in his mouth.
- If an enemy hits Yoshi when Mario is on Yoshi's back, you won't lose Mario or any strength; however, Yoshi will run away. If this happens, you'd better chase him with all your might, because if Yoshi falls off a cliff or into a hole, he'll be gone for sure.

The Legend Of The Colored Yoshis

Somewhere in the land of dragons, there are three different-colored Yoshis hiding. At first, they are little kids. So, you must feed them something so they grow. If you feed them five enemies, they'll grow into a big Yoshi.



Feed little Yoshi five enemies and look what happens!

Red Yoshi

Red Yoshi always spits out fire balls, whatever the color of the shells in its mouth.

Blue Yoshi

Blue Yoshi can fly for a fixed length of time, whatever the color of the shells in its mouth.

Yellow Yoshi

Yellow Yoshi throws out sand clouds for a fixed length of time when he jumps, whatever the color of the shells in its mouth.

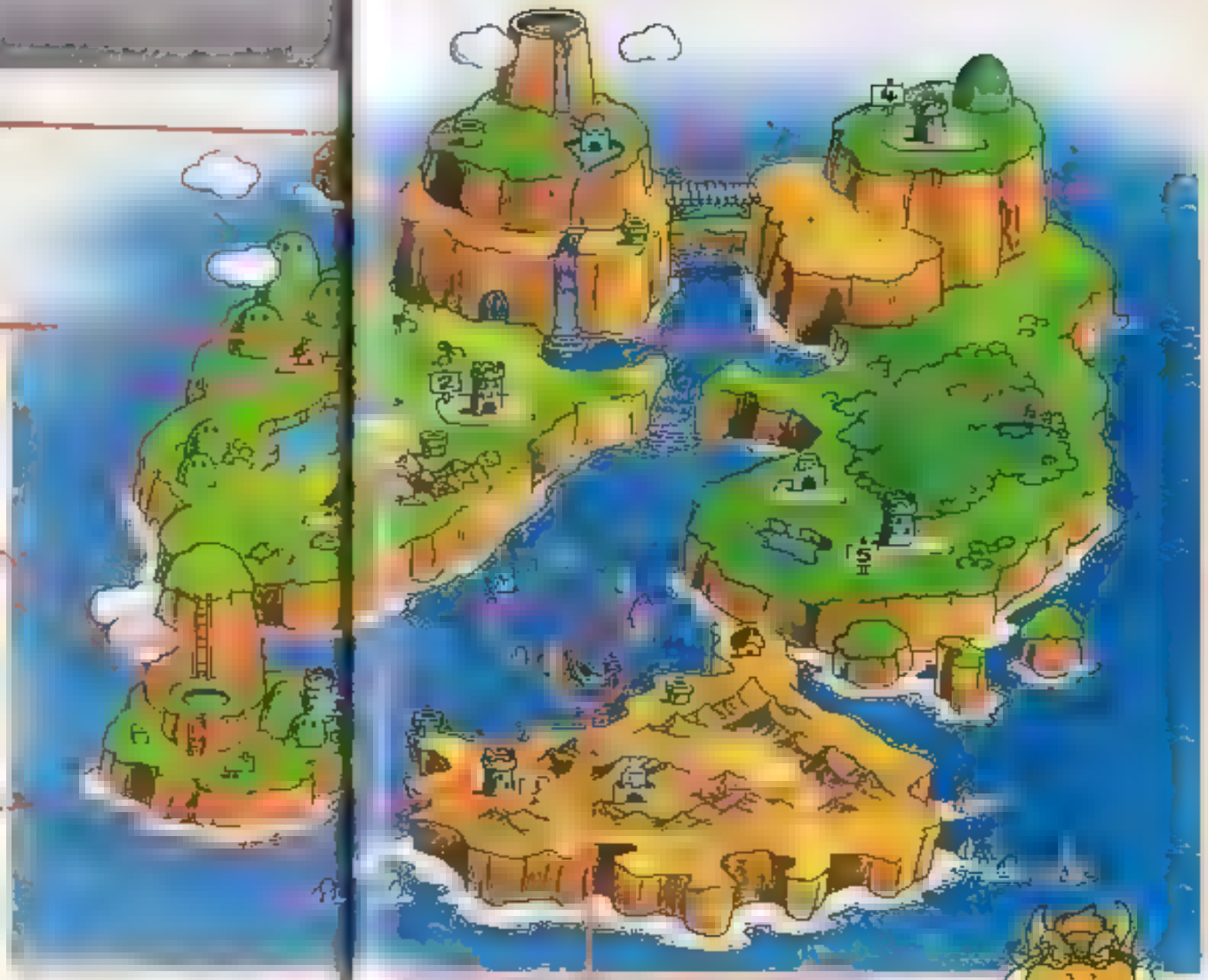
The little Yoshi's specialties are different than big Yoshi's specialties.

There are dinosaurs called Reznor waiting in all four fortresses. No doubt they've been put under a terrible spell by Koopa. They'll do anything for him so watch out!

The inside of this old wooden house is dark, scary and swarming with ghosts and spirits. What's more, the door is nearly impossible to find. So you're going to need to put on your thinking caps to escape from here.

This is the starting point for the game but the house is empty. It looks like the elusive Yoshi has gone out. You better look for him and look quickly! By the way, Yoshi was first discovered on Yoshi's Island, that's how he got his name.

Within seven castles, the Koopa Kids each hold one of Yoshi's friends captive inside an egg. There are lots of traps waiting for you when you try to get through the kids rooms. What's more, the kids will come at you with a variety of attacks. Exploring these fortresses is enough to drive you crazy



This is a strange looking sunken ship. Haven't you seen it somewhere before? That's right. In Super Mario Bros. 3, Koopa and his kids used a flying ship to make life tough for Mario. I wouldn't be surprised if Bowser is lurking somewhere nearby

KEYHOLES

Secret keyholes were also mentioned on page 44
From the Donut Plains onwards, many course points are red. At these course points are hidden different goals and keyholes as shown here. Keys USUALLY lay next to the keyhole. If Mario takes a key and moves over the keyhole, he can exit the course to another area. If Mario is on Yoshi when he finds the key, they can move over the keyhole with Yoshi holding the key in its mouth.

Key

STAR ROAD

WOW! What's this place?
Find this star on the map screen and you know you've come to a strange place! But don't worry, if you can solve this puzzle, something good is bound to happen.

Switch Palace

Jump on the big switch here and the yellow blocks with dotted lines in the middle of the course will change to exclamation blocks. This makes it easier to clear the course. The switch palaces come in three other colors; you definitely want to find these.

Dotted Line Block

Exclamation Mark Block

SPECIAL ITEMS AND BLOCKS

(Warning: There are many more surprises that aren't listed here!)

Super Star
They make Mario invincible.

Egg
There's always something fun inside one of these!

3-Up Moon
This will give Mario three extra lives.

Berry
You will gain an extra Mario if you feed Yoshi enough berries.

Jumping Board
Time it right and you can do a super high jump.

Power Balloon
Mario's body will swell up when he has these, which will allow him to drift through the sky for a fixed amount of time.

Yoshi's Wings
Yoshi can fly if you take these when Mario's riding Yoshi.

Prize Block
Hit this from beneath to get a coin or item.

Jump Block
This block bounces along and sometimes throws out items.

Rotating block
Hit this block and it will rotate for a fixed amount of time.

Switch Block
This block turns certain objects into coins and vice-versa.

Grab Block
You can hold or throw this block.

Message Block
This gives you hints and advice during the game.

Bonus Block
If you get 30 coins in one course, punch it to get an extra Mario mushroom.

CHARACTERS IN DINOSAUR LAND

Koopa
The same old Koopas are back again. Everything seems bleak when these characters appear! If you jump on a Koopa in this game, it pops out of its shell. And what's worse is that an unshelled Koopa will eventually find its empty shell and climb back in to start all over again. BEWARE! If a Koopa climbs into a yellow shell, he'll become invincible!

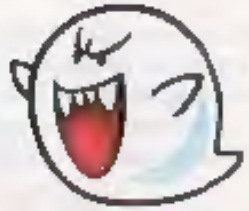
Super Koopa
A Koopa that can fly once it has put on the magic cape. It looks like this guy might give Caped Mario some tough aerial combat. But look at the bright side ... if you jump on one that's wearing a flashing cape, you'll get a Cape Feather.

Jumpin' Piranha Plant
These are a tropical plant version of the Volcano Plant! Be careful; they come madly whirling out of the pipes and can be very tough.

Goomba
Jump on it to make it roll. You can also hold it or throw it.

Monty Mole
This is a mole that bursts out of the ground. There's even bigger ones underground.

Boo Buddies



The Big Boo

You may remember the Boo Buddies from Super Mario Bros. 3. This time there's a whole horde of them! And amongst them there's a huge spook called The Big Boo. But don't worry, if you look at them, they act shy and turn away. Cute, aren't they? But watch it ... they're dangerous!

Eerie
This is a dinosaur spook that roams the haunted house. It comes after you with its pale face and ohhhh, what a ghastly spook it is!

Rip Van Fish
This little fellow is always taking a nap, but when Mario comes along, he wakes up, and sets off in hot pursuit. Whatever you do, don't let Rip touch Mario.

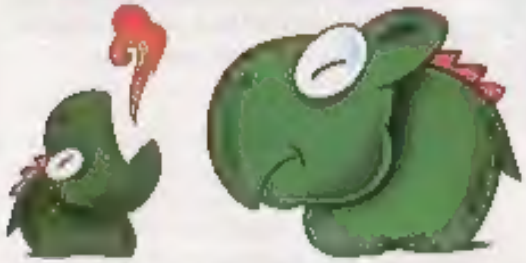
Urchin
This is a giant urchin drifting in the sea. It doesn't move very fast, so if you swim by carefully, there should be no problem. However, it's probably really painful if you get stung.

Dolphin
Don't worry, these guys aren't enemies; they help Mario cross water. A useful shoal of dolphin look alikes!

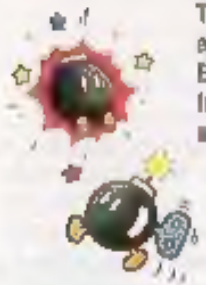
Rex

As one would expect, you could only meet this kind of enemy in dinosaur land, and there are lots of them too. You have to stomp on a Rex twice to defeat him. Rex has wings, but I don't think he can fly.

Mini-Rhino **Dino Rhino**



These are dragons from Chocolate Island. Jump on Dino-Rhino and it becomes Mini-Rhino. Watch out, they breath fire.



Bob-omb

These explode and scatter stars after a set time. Some of the Bob-ombs use parachutes to drop from the sky. These little guys are a real blast.

Thwomp

A nasty stone ghost that guards the castles and fortresses for the Koopas. If Mario comes close, Thwomp will try to crush him. The trouble is, if you don't pass it, you can't go on.

Wiggler

A caterpillar that lives in the forest. Normally Wiggler is very quiet, but once jumped on, Wiggler turns red and gets extremely angry. If possible, treat Wiggler with respect.

Magikoopa

This is one of the tortoise sorcerers. The strange flashes of light that shoot from the wand are able to change blocks into enemies. On top of this, Magikoopa can appear and disappear in an instant. A tough customer to deal with!

Sumo Brother

When this strange little fellow stamps its foot, lightning strikes, and turns whatever it hits into a sea of flames. BEWARE! Sumo Brother will even attack you with a karate chop!

Chargin' Chuck

These All-Stars always seem to bar Mario's way just when he's within sight of the goal. They use a variety of bull-headed attacks, so you'll really have a tough time checking Chargin' Chuck.

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